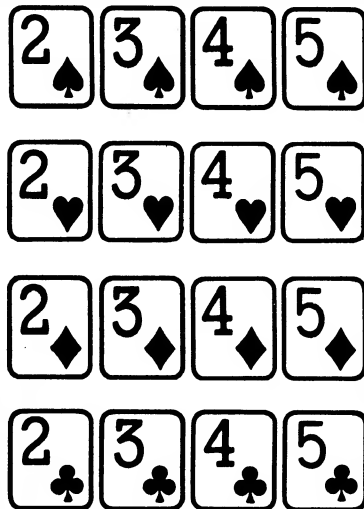


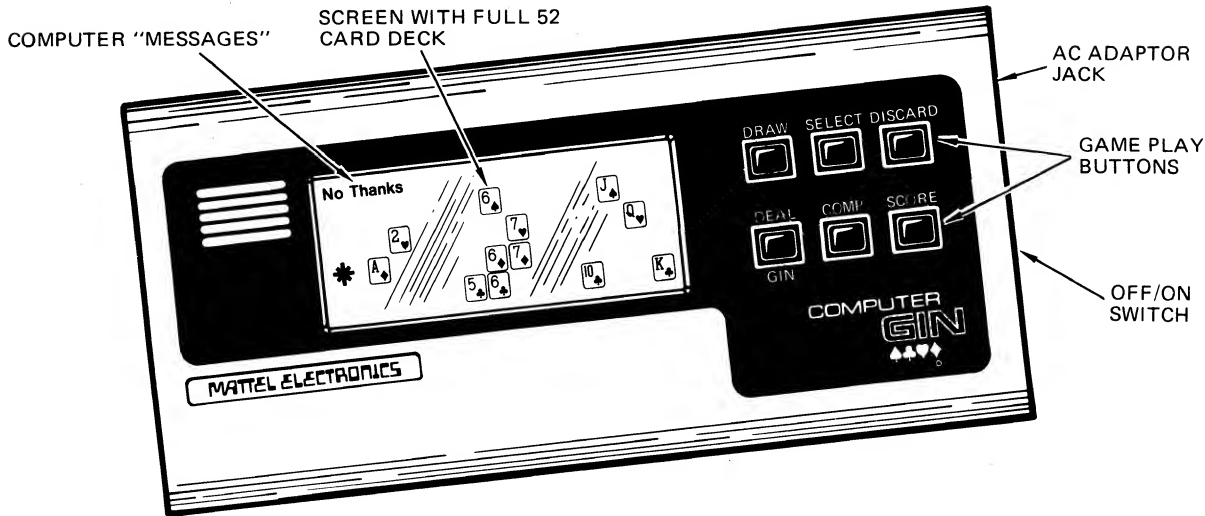
MATTEL ELECTRONICS®

COMPUTER GIN™

Instructions

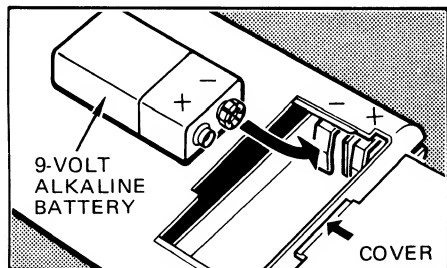


- Match your gin-playing savvy against the card-smart computer! 2 skill levels of gin **plus** 2 more games. 4 games in all!
- Realistic cards in red and black on Liquid Crystal Display!
- Special computer “messages” tell you its plays.
- It’s quiet — a great take-along for airplane or automobile trips!



HOW TO ATTACH THE BATTERY:

1. Press down on center of cover. Slide cover out to remove.
2. Fit battery securely into battery compartment, making sure that large (-) terminal on battery is snug against wide (-) contact slot inside compartment. Small (+) terminal on battery should fit against narrow (+) contact slot.

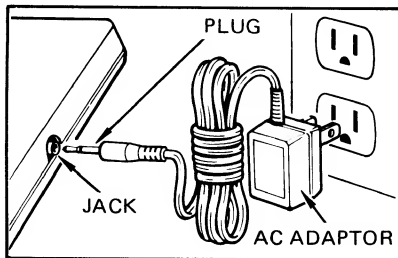


★ IMPORTANT INFORMATION ★

If the cards or computer “messages” appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem.
Use alkaline batteries for longer life.

AC ADAPTOR:

Your Computer Gin™ game can be used with the Mattel Electronics® AC Adaptor (sold separately), instead of a battery. To use, insert PLUG into JACK in game. Plug ADAPTOR into any 120-volt AC WALL OUTLET.

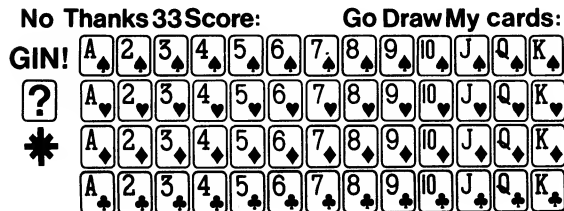


TAKING CARE OF YOUR GAME:

- Treat your COMPUTER GIN™ game with care.
- Don't drop it.
- Don't expose it to heat. For instance, leaving it in the glove compartment of a car on a hot, sunny day could be harmful.
- Avoid getting it wet or dirty.

CHECK THE DECK

You play all games with a full deck of 52 cards, that read out on the screen in red and black. If you could see the entire deck at once, it would look like this:

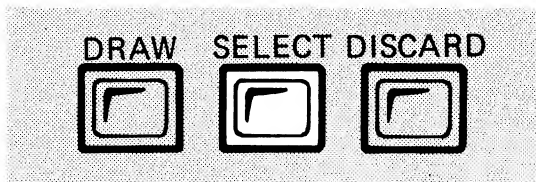


Computer “messages” appear to indicate that your opponent, the computer, is “communicating” with you. Watch for these messages during all games.

The cards that you play with at any given time are called your HAND. Although the cards in your hand are displayed face-up throughout all games, the computer plays without “seeing” your cards.

HOW TO SELECT A GAME

Turn OFF/ON switch at right side of game ON. GIN will automatically appear on the screen. Game play is set for GIN 2.



To select any other game, press SELECT button — once for GIN 1, twice for GO DRAW, 3 times for 33. Game titles will appear on the screen as you cycle through game choices. Press SELECT button a 4th time to return to GIN 2.

When a game is over, you may stop, play the same game again, or switch games.

TO STOP, turn OFF/ON switch OFF.

TO PLAY THE SAME GAME AGAIN, press DEAL button after 1st game is over.

TO SWITCH GAMES, after one game is over, turn OFF/ON switch OFF, then ON again. Select new game, following instructions above.

GIN 1/GIN 2

GIN 1 and GIN 2 are played by the same rules. The difference is in game difficulty. GIN 2 pits you against a "tougher" computer.

OBJECT OF THE GAME: To collect a Hand of 10 cards arranged in RUNS and/or SETS, with an 11th card that must be discarded (thrown down) at the end of a turn.

DEFINITIONS:

Run: Any consecutive series of 3 or more cards of the SAME SUIT.

EXAMPLE:



Set: 3 or 4 cards of the SAME KIND.



EXAMPLE: 4-CARD SET



OR

3-CARD SET



Intersecting Runs or Sets: A card that forms the intersection of a Run and a Set can only be counted ONCE. If it is used as part of the Run, you must have 3 more cards of that kind in order to have a Set.

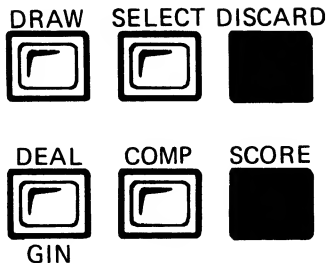
EXAMPLE:



5♠, 5♦, 5♣ FORM THE SET

4♥, 5♥, 6♥, FORM THE RUN

GAME CONTROLS



- DRAW** Used to draw card from deck.
- SELECT** Used to select game. Also used to cycle through cards in hand for purposes of discarding.
- DISCARD** Used to throw down card at end of turn.
- DEAL/GIN . . .** Used to start game by dealing hand. Also to discard last card that is not part of a Run or Set, and declare you've got Gin!
- COMP** Used to compare your cards and computer's cards at end of game.

SCORE Used to check number of games won by you and computer.

Note: COMP and SCORE buttons can only be pressed at the end of a game. Computer will not respond to them at any other time.

RULES OF THE GAME

At the beginning of the game, you are dealt 10 cards. An 11th UP card is dealt, that FLASHES continuously. On your turn, you must either pick up the UP card or draw a card from the deck.

If you pick up the UP card, you must DISCARD a card from your hand. If you draw a card from the deck, you can discard either that card or one from your hand. **YOU MUST COMPLETE A TURN WITH NO MORE THAN 10 CARDS IN YOUR HAND.**

First player to GET GIN (i.e., collect a hand of 10 cards arranged in Runs or Sets, with an 11th final discard) WINS!

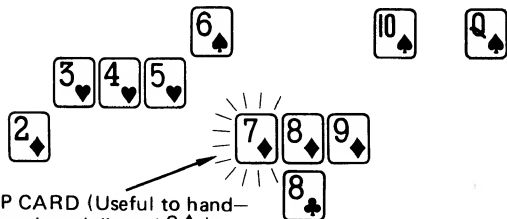
HOW TO PLAY

1. Turn OFF/ON switch ON. Game will automatically set for GIN 2. If you want to play the less difficult game of GIN 1, press SELECT button once.
2. Press DEAL/GIN button. Computer will "deal" you 10 cards that will appear face-up on the screen. An 11th flashing UP card will also be dealt.
3. You will have the first play.

YOUR TURN:

Check your hand and the flashing UP card.

IF YOU WANT THE UP CARD, you must discard a card from your hand in its place.



TO DISCARD: Press SELECT button until card you wish to discard flashes. Release SELECT button and press **DISCARD** button. **Make sure the card you want to "throw down" is flashing when you press DISCARD button.**

IF YOU DO NOT WANT THE UP CARD, press DRAW button to draw a card from the deck. The UP card will disappear and the card you drew will appear flashing.

If you want to keep the card you just drew, discard another card from your hand.

If you do not want to keep the card you drew, press DISCARD button while card you drew is flashing.

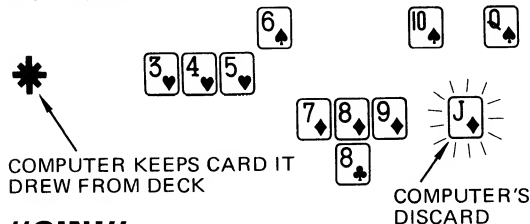
COMPUTER'S TURN

Like you, the computer can pick up the flashing UP card (your discard) or draw a card from the deck.

If the computer wants your discard, that card will disappear and the word **THANKS** will appear on the screen. The computer's discard will appear flashing. Computer message will disappear after you begin your next turn.

If the computer does not want your discard, **NO THANKS** will appear on the screen and the computer will draw a card from the deck. If it keeps the card, it will let you know with an **ASTERISK (*)** on the screen. If it doesn't keep the card, no asterisk will appear. In either case, the computer's discard will appear flashing. Computer message will disappear after you begin your next turn.

No Thanks

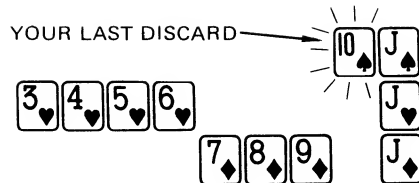


"GIN!"

Continue alternating turns with the computer until you or the computer gets Gin!

If you think you have Gin on your turn, select your final discard as usual, but press **DEAL/GIN** button **instead of** DISCARD button. If you have Gin, the word **GIN!** will appear on the screen. You win!

GIN!



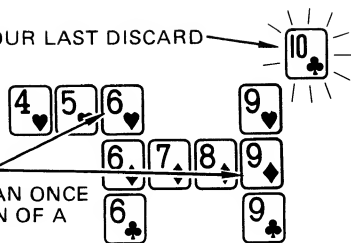
CAUTION: If you press the **DEAL/GIN** button but do not have Gin, the words **NO GIN!** will appear on the screen, and the game will be awarded to the computer.

If the computer gets Gin on its turn, the word **GIN** and an **ASTERISK (*)** will appear on the screen. No computer discard will appear. The game will be over and the computer will have won. (Computer cannot get **NO GIN.**)

NOTE: If a game ends in **NO GIN**, you will only be able to press the **SCORE** button, followed by **DEAL** button, if you want to begin another game of Gin 1 or Gin 2.

No GIN!

YOUR LAST DISCARD



CARDS CANNOT BE
COUNTED MORE THAN ONCE
IN AN INTERSECTION OF A
RUN AND A SUIT

After any Gin game, except a game ending in NO GIN, you can compare your final hand with the computer's, by pressing COMP button. Press once to see computer's hand. The words **MY CARDS** will appear on the screen. Press again to see your own hand.

SCORING

To check the score at the end of a game, press SCORE button. The word **SCORE:** will appear at the top of the screen. Your score and the computer's score will appear on the screen, represented by the numeric value of cards in the spades and diamonds rows. THERE IS NO SEPARATE SCOREBOARD.

Score shown is for the **number of games won** by you and the computer. For every game you win, a card appears in the SPADES row (top), starting with A ♠.

For every game the computer wins, a card appears in the DIAMONDS row (3rd), starting with A ♦



COMPUTER WINS 5 GAMES. YOU WIN 7 GAMES!

If either score goes higher than 13, scorekeeping starts over at the A ♠ or the A ♦

TIED GAME

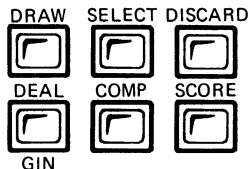
If all 52 cards are used during the course of the game, with neither you nor the computer claiming "Gin," the game will end in a tie. The message **NO GIN** and the ASTERISK will appear. Neither side's score will be increased.

GO DRAW

OBJECT OF THE GAME: To collect more Sets of 4 of a kind than the computer before game's end, by taking cards from computer's hand when possible, or drawing cards from the deck. Game ends when you or computer "goes out" (i.e., all cards in hand are laid down in Sets).

DEFINITION OF SET: In GO DRAW, a Set means ALL 4 cards of the SAME KIND.
Example: 4 Jacks, 4 Twos, 4 Aces, etc.

GAME CONTROLS



- DRAW** Used to ask computer for card from its hand. Also used to tell computer to "Go Draw."
- SELECT** Used to select game. Also used to cycle through cards in hand.
- DISCARD** Used to give cards from your hand to computer and to indicate end of your turn.

DEAL/GIN Used to start game by dealing hand.

COMP Used to compare your cards and computer's at end of game.

SCORE Used to display your score vs. computer score on each game played.

Note: SCORE and COMP button can **only** be pressed at the **end** of a game. The computer will not respond to this button at any other point in the game.

RULES OF THE GAME

At the beginning of the game (after you press DEAL), you are dealt 10 CARDS. On your turn, you may ask the computer for any cards of a particular kind, as long as you have **one card or more** of that kind in your hand.

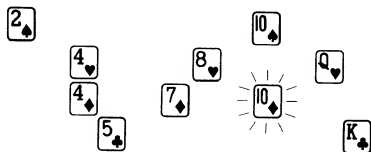
If computer has any cards of that kind in its hand, it **must** give **all** of them to you. If it has no cards of that kind, it responds "Go Draw" and you must draw a card from the deck. This completes your turn. **THERE IS NO DISCARD IN GO DRAW.** When you complete a Set, it will disappear from your hand and the computer will automatically record it. Player with **MOST SETS** of 4 of a kind at the end of the game wins, regardless of who "goes out" first.

HOW TO PLAY

1. Turn OFF/ON switch ON.
2. Press SELECT button twice.
3. Press DEAL/GIN button. Computer will "deal" you 10 cards, face up. One of the cards will be flashing. You will have the first play.

YOUR TURN

Check the hand that you are dealt. Look for groups of 2 or 3 numbers of the same kind — say, 2 Tens. Build a set by asking the computer for any Tens it may have. To do this, press SELECT button until one of your Tens FLASHES. Then press DRAW.



If the computer has any Tens, it will give ALL of them to you and they will appear in your hand.

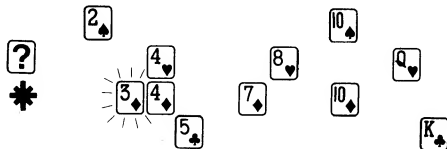
If the computer does not have any Tens, the words **GO DRAW** will appear on the screen. Card that was flashing will STOP flashing. Simultaneously, a new flashing card, drawn

from the deck, will appear in your hand.

Press DISCARD button to indicate that your turn is over. Your cards will remain on the screen, but flashing card will STOP flashing.

COMPUTER'S TURN

The computer will ask you for any cards of a particular kind, by FLASHING a card of that kind (say, Threes), and simultaneously lighting the ASTERISK (*) and the QUESTION MARK (?) on the screen. The asterisk means it is the computer's turn. The question mark means, "Do you have any cards of the kind flashing?"



If you have ANY cards of the kind asked for, you **must** press DISCARD button. (No other button will respond.) Cards asked for will disappear and the word **THANKS** will appear on the screen.

(Strategy Tip: Remember that the computer is holding the cards you gave it, IN AN

INCOMPLETE SET, until you see the Set laid down. If computer has only 3 of a kind, and you are lucky enough to get the 4th card from the deck, you can ask the computer for the other 3 cards on your next turn.)

If you do not have any cards of the kind asked for, press DRAW button. The ASTERISK and QUESTION MARK will disappear from the screen, indicating that the computer has drawn a card from the deck.

In either case, one of your cards will begin FLASHING again. It's your turn now. Use SELECT button to choose the kind of card you want to request from the computer.

GETTING A SET (4 of a kind)

When you get a Set of 4 of a kind, all 4 cards will FLASH, one by one, then DISAPPEAR SIMULTANEOUSLY, indicating that you have "laid them down." The computer will keep track of how many Sets of 4 you have.

When the computer gets a Set (4 of a kind), all 4 of its cards will FLASH ON, THEN OFF, in order starting with the top card. If the computer is **dealt** 4 of a kind, it will "lay them down" as its first turn.

If all 52 cards are drawn from the deck, the game is over. NO GIN and the asterisk will be displayed.

Game continues until either you or computer runs out of cards.

At end of game, score is displayed automatically, unless game ends with all 52 cards drawn from deck.

SCORING

To check the score in this case, press SCORE button. The word **SCORE:** will appear on the screen. Your score and computer's score will appear on screen, represented by the numeric value of cards in spades and diamonds rows. THERE IS NO SEPARATE SCOREBOARD.

Score shown is for the number of Sets completed by you and computer. For every Set you complete, a card appears in the SPADES row, starting with A ♠. For every Set the computer completes, a card appears in the DIAMONDS row, starting with A ♦. HIGH SCORE WINS.

"33"

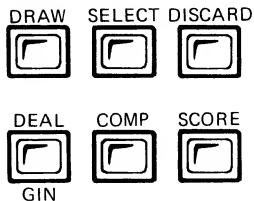
OBJECT OF THE GAME: To collect a hand of cards whose numeric value equals **exactly** 33 points, not counting the final discard.

VALUE OF CARDS: Ace = 1 point

Numeric Cards (2-10)
= value of card (Ex. 2 = 2 points)

Face Cards (Jack, Queen, King) = 10 points

GAME CONTROLS



DRAW Used to draw 2 cards from deck.

SELECT Used to select game. Also used to cycle through cards in hand.

DISCARD . . . Used to throw down card at end of turn.

DEAL/GIN . . Used to start game by dealing hands. Also used to claim score of 33 points in "33."

COMP Used to check computer's cards and your cards for comparison at end of game.

SCORE Used to display number of games won by you vs. computer.

Note: COMP and SCORE buttons can **only** be pressed at the **end** of a game. Computer will not respond to them at any other time.

RULES OF THE GAME

At the start of the game, you are dealt 2 cards. A 3rd **FLASHING UP** card is also dealt. On your turn, you may pick up the "UP" card or draw 2 **CARDS** from the deck. At the end of your turn, you must **DISCARD** 1 card from your hand. The first player to collect cards equaling exactly 33 points in value, not counting the final discard, wins.

HOW TO PLAY:

1. Turn OFF/ON switch on.
2. Press SELECT button 3 times.
3. Press DEAL/GIN button. Computer will "deal" you 2 cards face-up and a 3rd flashing "up" card. You will have the first play.

YOUR TURN.

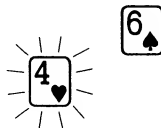
Figure the value of the cards you are dealt. Ex: If you are dealt a 4 ♦ and a 7 ♠, your cards total 11 points.

Add the value of the UP card to your total, to see if it will help you reach 33 points. Ex: If the UP card is K ♥, its value of 10 will bring your total to 21 points, minus whichever card you discard.

If you want the UP card, press SELECT button until UP **stops flashing** and the card you wish to discard in its place flashes. Press DISCARD to complete your turn.

If you do not want the UP card, press DRAW button. Flashing UP card will disappear and 2 CARDS from the deck will appear in its place, with 1 card FLASHING. Select your discard by pressing SELECT button, until that card flashes.

Then press DISCARD. Your discard is the new UP card.



COMPUTER'S TURN

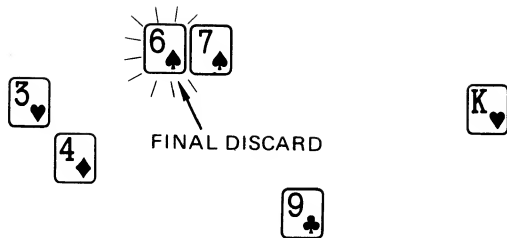
If the computer picks up your discard, that card will disappear and **THANKS** will appear on the screen.

If the computer does not pick up your discard, **NO THANKS** will appear and computer will draw from the deck. You will not see the cards that the computer draws.

In either case, the computer will discard and a new flashing "up" card will replace your discard.

HOW TO WIN "33":

When you collect a hand of cards, not including your final discard, whose value equals **exactly** 33 points, you may claim the game by pressing DEAL/GIN button instead of DISCARD, on your final discard.



If you have 33, the number "33" will appear on the screen. **YOU WIN!**

CAUTION: If you claim 33, but do not have it, **NO 33** will appear and the game will automatically be awarded to the computer.

If the computer gets 33, the number **33** and an **ASTERISK (*)** will appear. The game is over and the computer wins. The computer cannot get "NO 33."

AFTER A GAME IS OVER, you can compare your hand with the computer's by pressing **COMP** button. Press it once to see computer's hand. Press it again to see your hand. You cannot see the computer's hand after a game that ends in "NO 33." **COMP** button will not respond in this case.

SCORING

To check the score at the end of a game, press **SCORE** button. The word **SCORE:** will appear on the screen. Your score and computer's score will appear on screen, represented by the numeric value of cards in spades and diamonds rows. **THERE IS NO SEPARATE SCOREBOARD.**

Score shown is for the **number of games won** by you and the computer. For every game you win, a card appears in the **SPADES** row, starting with the **A♠**. For every game the computer wins, a card appears in the **DIAMONDS** row, starting with the **A♦**. If either score goes higher than 13, scorekeeping starts over at the **A♠** or the **A♦**.

TIED GAME

If all 52 cards are used during the game, with neither player claiming "33," game will end in a tie. The message **NO GIN** and an **ASTERISK** will appear. Neither player's score will be increased.

GAME	OBJECT OF GAME:	SCORING:	BUTTON FUNCTIONS:					
			OFF/ON SWITCH TO SELECT GAME:	DEAL/GIN	SELECT	DRAW	DISCARD	SCORE
GIN 1/GIN 2	Collect a hand of Runs &/or Sets w/ final discard.	Player to "go out" first wins. Score shows no. of Games won.	Turns game on. Gin 2 automatic. Gin 1 — press SELECT once.	Deals 10 cards & flashing UP card.	Cycles thru cards in hand.	Draws card from deck.	Discards at end of turn.	Displays score.
GO DRAW	Collect more Sets (4 of a kind) than computer.	Player with most Sets wins. Score shows no. of Sets collected.	Turns game on. Press SELECT twice.	Deals 10 cards, 1 flashing.	Cycles thru cards in hand.	Asks computer for card; tells comp. to "Go Draw."	Gives your cards to computer; indicates end of turn.	Displays score.
"33"	Collect cards w/ numeric value exactly 33 pts.	Player to get "33" first wins. Score shows no. of Games won.	Turns game on. Press SELECT 3 times.	Deals 2 cards & flashing UP card.	Cycles thru cards in hand.	Draws 2 cards from deck.	Discards at end of turn.	Displays score.

COMPUTER MESSAGES:

COMP	ASTERISK (*)	QUESTION MARK (?)	THANKS	NO THANKS	GIN!	NO GIN	GO DRAW	MY CARDS
Discloses computer's hand at end of game.	Computer's turn.	Not used.	Computer picks up discard.	Computer draws from deck.	You or computer has "Gin." (w/ asterisk if computer has Gin)	You claimed but do not have Gin. W/asterisk — game tied w/no score.	Not used.	When computer discloses hand.
Discloses computer's hand at end of game.	Computer's turn.	"Do you have this kind of card?"	You give cards to computer	Not used.	Not used.	W/asterisk — all cards drawn. Game over.	Computer does not have cards requested.	When computer discloses hand.
Discloses computer's hand at end of game.	Computer's turn.	Not used.	Computer picks up discard.	Computer draws from deck.	Not used.	W/asterisk — game tied w/no score.	Not used.	When computer discloses hand.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CA 90250.

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD.

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the arrangements described below.

1. Pack the product carefully in the original box. If the box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.

2. Carefully print on the box or carton the following name and address:

MATTEL ELECTRONICS REPAIR CENTER
5150 ROSECRANS AVENUE
HAWTHORNE, CA 90250

Also, don't forget to show your return address.

3. Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date-of-purchase, do all of the above plus enclose your check or money order for \$10.00 as payment for the repair service.



Other electronic games
available from Mattel Electronics®

Look for them!

www.handheldmuseum.com